

Chicken Game

Joseph D. Smith

Game Specs

- **Players:** 2
- **Materials:** Pen, paper
- **Objective:** Force your opponent's marker to land on the same space as yours.

Setup

1. Draw a horizontal number line on a piece of paper.
2. Label one end "Player 1" and the other end "Player 2" (These labels can be placed directly above or below the number line, on opposite sides of the paper).
3. Players place their markers behind their designated side of the number line.
4. Create a space to track each player's move (left column for range, right column for spaces moved).

Gameplay

1. Players take turns moving their markers towards the center of the number line.
2. On the first turn, each player can choose to move 1, 2, or 3 spaces forward.
3. On subsequent turns, players move according to the following range determined by their previous move:
 - Move 3 spaces: next move range is 2-4 spaces.
 - Move 2 spaces: next move range is 1-3 spaces.
 - Move 1 space: next move range is 1-2 spaces.
4. After moving, record the number of spaces moved in the right column and the new move range in the left column.
5. Play passes to the other player.

Winning

- The player who forces their opponent's marker to land on the same space as theirs wins the game.

Additional Notes

- Players cannot move backwards.
- The shared number line represents the two players moving towards each other.
- Players strategically choose their moves to avoid landing on the same space as their opponent while trying to force a collision.

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